

Rendering Non-Interactive Three-Dimensional Content

Abstract

[00136] Using a variety of three-dimensional computer graphics techniques, which exploit non-interactivity and three-dimensional rendering hardware for interactive images at the viewer, non-interactive three-dimensional content is rendered at high quality and/or low bandwidth. This is achieved using an offline optimization process to perform specific pre-computations of three-dimensional graphics parameters, which are encoded into a bandwidth-efficient representation for delivery to a computer system having a real-time three-dimensional renderer for display to viewers.